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IN THE SPECIFICATION

Please add the following new paragraphs after paragraph 0055:

FIG. 4 is a flowchart summarizing the steps in the first preferred embodiment of the invention.

FIG. 5 is a flowchart summarizing the steps in the second preferred embodiment of the invention.

Please amend the paragraphs of the specification numbered 0009, 0011, 0023, 0038, 0041, 0046, 0057, 0058, 0059, 0060 and 0061 to read as follows:

[0009] Players are required to place their first bet after receiving their poker hand. Additional bets are required, or they loose their first bet. It is at this point that the ~~dealers~~ dealer's qualifying rule places the greatest pressure on the players. Slightly under 50% of the time, the value of a ~~players~~ player's hand dictates folding their hand and giving up their

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bet. The sub-par value of their hand has no chance of winning additional bets, whether the dealer qualifies or not. When the ~~dealers~~ dealer's hand does qualify, slightly over 50% of the time the player loses all bets.

[0011] Overall, the rules tend to place the player in a no-win situation. A long shot straight flush or better is the ~~players~~ player's best hope to walk away a winner. The average chance of this happening is about 65,000 to one.

[0023] U.S. Patent No. 5,911,419, issued on June 15, 1999, to Thomas A. Delaney and Bennett M. Wilgard, discloses a method and apparatus for playing ~~bettors~~ bettor's choice draw poker, including rectangular playing areas on a table. The instant invention is distinguishable, in that the hands are ranked differently, and it uses a different betting system.

[0038] All players have an individual betting area, as will be explained below. There is no stress from playing against other

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players or the dealer. Every ~~players~~ player's hand wins or loses on its own merits.

[0041] This simple game strives to provide players with more of what they are looking for: ~~[[An]]~~ an easy game to understand, designed to help them avoid the stressful pitfalls built into the majority of other new games. Lucrative payouts are reasonably possible.

[0057] The first preferred embodiment of the present invention is a modified low ball poker game, with a single joker added to a standard deck of 52 cards. In the standard deck the cards have four suits (spades, hearts, diamonds, and clubs) and thirteen ranks (Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King) with one card of each suit in each rank. ~~Players~~ Player's hands consist of four cards, rather than the standard five card poker hands. The dealer receives no hand. The rank of a hand is determined by the card of the highest rank in the hand (with Ace the lowest rank, and King the highest rank, and the joker counting as an Ace). E.g., if a seven is the highest card in a

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player's hand, the hand is "seven low". Pairs (two cards of the same rank), three or four of a kind (three or four cards of the same rank), straights (cards in sequential rank) and flushes (cards of the same suit) are ignored in determining rank. This modification of the prior art low ball game (in which only straights and flushes are ignored in ranking hands, but not pairs, or three or four of a kind) increases the number of possible basic low ball hands from nine (5 low, 6 low, 7 low, 8 low, 9 low, 10 low, Jack low, Queen low, and King low) to thirteen by the additional possible basic low ball hands of 4 low, 3 low, 2 low, and 1 low (four aces or three aces and the joker).

[0058] In the first preferred embodiment, the game is played on a casino table similar to a blackjack table, with a ~~dealers~~ dealer's area and six designated betting areas to accommodate one to six players. Each ~~players~~ player's betting area will include one large square 10 divided into nine smaller squares 12, numbered 1 through 9, representing 1 low through 9 low, as depicted in FIG. 1. (Each square represents a hand of the same

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number. Providing the betting square 50 is the first step shown in FIG. 4.) Each square has a numeral 14 in large type in its center, and upper indicia 16 and lower indicia 18 in smaller type. Each large square may be printed on a piece of paper or other movable material, or painted, engraved or otherwise permanently affixed to the surface of the table. Each player must place a minimum of five equal bets in square 5 through square 9. (The bets may be made by placing chips, tokens or actual money on the squares.) Bets in the same equal amount on any one, two, or all three of squares 2, 3 and 4 are optional. In addition, each player has the option of placing a fifty cent bet on square 1. (A different fixed amount may be substituted by the house for square 1.) All bets on squares 2 through 9 may be required to be within minimum and maximum limits that may be posted on the casino table.

[0059] Square 1 has upper indicia stating "50 CENT BET ONLY" and lower indicia stating "\$10,000 PLUS". The payout for a bet on square 1 is always \$10,000 plus 2,750 times the amount bet on any other square by the winning player. (A winning bet on square

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1 is considered a winning bet on all squares, and thus is paid the cumulative amount of a bet on all of squares 2 through 9.) In addition, when there is a winner on square 1, all other players who placed non-winning bets on square 1 receive equal shares of a \$5,000 bonus payout. E.g., if one player placed a winning bet on square 1, and five other players placed non-winning bets on square 1, each of the other players would receive \$1,000 of the bonus payout. (The house may substitute different fixed amounts for \$10,000 and \$5,000.) The dealer first deals four cards face down to each player. (52 in FIG. 4.) The players then place their bets. (54 in FIG. 4.) The dealer turns each hand over (56 in FIG. 4.), and picks up all losing hands and bets from the table. The dealer places a marker on each winning square, and verifies the amount bet on that square by each winning player. (58 in FIG. 4.) Next the dealer pays off the winning bets on squares 2 through 9 by multiplying the amount of the equal bet placed in each square by the lower number in the square corresponding to the value of the hand. If there is a winner on square 1, the dealer pays the winner \$10,000 plus 2,750 times the equal bet placed by the winner on any other squares,

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and divides the \$5,000 bonus payout among any other players who placed a bet on square 1. (60 in FIG. 4.) Finally, the dealer picks up the hands and bets of the winning players.

[0060] The second preferred embodiment of the invention is played on electronic gaming device 20, including a display screen 22, as shown in FIG. 2. (Providing the electronic gaming device 62 and displaying the betting surface 64 are the first two steps shown in FIG. 5.) A processor and memory (not shown in the drawings) may be enclosed within housing 24, or the device may be networked to an external processor and memory. All rules for payouts are the same as for the first embodiment, except for rectangle 1 on which there is a progressive jackpot payout. Rectangles 26 corresponding to the squares for 1 low through 9 low in the first preferred embodiment are displayed in the upper half of the screen. There is a four card display area 28 in the middle of the lower half of the screen. The player's credits are displayed in the lower left corner 30 and wager amount is shown in the lower right corner 32. A deal button 34 is depressed to start the hand. A wager change button 36 is provided to alter

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the number of coins wagered, within the limits of a five-coin minimum and a nine-coin maximum. A cash out button 38 is also provided, with a currency insertion slot and validator 40, a coin slot 42, and a coin trough 44. A pay ticket ejection slot 46 is also included, as many casinos have gone to the system of cashing out pay tickets for player's winnings. Any use of coins may be eliminated, with pay tickets dispensed to players to cash out at the casino's cashier's window. Paper money may be inserted in the currency insertion slot, and is ejected if it is not validated. The coin slot may be obsolete, but is shown for completeness.

[0061] The number of the ~~players~~ player's wager displayed in the lower right corner of the screen is initially is "5", and a warning message is displayed in the lower right corner when the ~~players~~ player's credits are not five times a minimum unit. When the adjust wager button is pressed once, the number of the ~~players~~ player's wager displayed is changed to "4", and a warning message is displayed if the ~~players~~ player's credits are not six times a minimum unit. When the adjust wager button is pressed

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twice, the number of the ~~players~~ player's wager displayed is changed to "3", and a warning message is displayed if the ~~players~~ player's credits are not seven times a minimum unit. When the adjust wager button is pressed thrice, the number of the ~~players~~ player's wager displayed is changed to "2", and a warning message is displayed if the ~~players~~ player's credits are not eight times a minimum unit. When the adjust wager button is pressed four times, the number of the ~~players~~ player's wager displayed is changed to "1", and a warning message is displayed if the ~~players~~ player's credits are not nine times a minimum unit. (Inputting the player's bet 66 is the third step shown in FIG. 5.) The warning message is removed when the ~~players~~ player's credits have been increased to the required multiple of the minimum unit, by the insertion of currency or coins into said slots. When the deal button is pressed, a warning message is displayed if the ~~players~~ player's credits are less than the required multiple of the minimum unit, else the representations of the cards are displayed in a fourth area of the display screen. (68 in FIG. 5.) If the player has placed a winning bet and the number of the wager is greater than 1, the machine pays the player the minimum

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unit times the lower number on the rectangle having the number of the wager. If the player has placed a winning bet and the number of the wager is 1, the machine pays the player the jackpot. The jackpot is accumulated by retaining a certain percentage (preferably between 90% to 95%) of all the bets placed on square 1 since the last winning bet on square 1 on that machine. (The house takes the remaining 5% to 10% of the bets.) (Determining whether a bet is winning 70 is the next to the last step shown in FIG. 5. If the bet is winning, then paying the player 72 is the last step. Of course, if the bet is not winning, then that is the end 74 of that round of play.)